

# Hangman

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## Required Work

- Pseudocode (submit in Google Classroom, must be typed)
- Flowchart (submit in Google Classroom as a .png, .jpg, or .pdf file, may be digital or scanned from paper)
- Code (work from project in Repl.it)
- Reflection (submit in Google Classroom, must be typed)

## Code Requirements

- Must have a way of choosing a word (might be random, might be user input), must be actual words
- Must be able to take user guesses
- Must be able to track and display lives remaining
- Must be able to determine if a guess is valid
- Must be able to display the word being guessed in progress (for example -a- if the word being guessed is cat and the user has only guessed a)
- Must be able to lose if you run out of lives
- Must be able to determine when the player has won

## Schedule

You will have this class and the class after it. Assignment is due at end of second class.

## Scoring

- Pseudocode: 5 points, based on correct depiction of how to solve the problem
- Flowchart: 10 points, based on correct depiction of how to solve the problem
- Code: 40 points
- Reflection: 5 points, describe what you learned, what problems you ran into, and how you solved your problems

## Rubric

Category	5	4	3	2	1
Requirements Weighted x3	Has features beyond requirements given	Meets all given requirements	Meets most requirements	Meets a few requirements	Meets few to no requirements
Comments	Comments display a clear understanding of the code	Comments are mostly good but could be more informative	Some comments are present, but large sections of code are uncommented	Comments are minimal	Comments? What comments?

Category	5	4	3	2	1
Code Quality Weighted x3	Code is cleanly written and very effective. Code in this category will show that the coder has made an effort to address problems that could arise when running code.	Code is correct and generally free of errors	Some errors affect the functioning of the program	Major errors affect the functioning of the program	Code works extremely poorly
User Interface/User Experience	Program makes clear to the user what is happening and it is enjoyable to play. For instance, program has an effective way of tracking failed guesses.	Game is fairly easy to understand how to play	Playing game is somewhat confusing	Playing game is very confusing	Can't play game